

SONIC

THE COMIC



AT FULL
BLAST!



NEW
STORY

**HEAD
IN THE
CLOUDS!**

**SONIC 3
Q ZONE -**
HOW TO BEAT THE
BOSSSES!

**SATURN REVIEWS -
DISCWORLD!
VIRTUA FIGHTER KIDS!**

**GRABBER BADNIK
PIN-UP!**

PLUS! DECAP ATTACK! CAPTAIN PLUNDER & MORE!

Methodology

- RE MICRO MACHINES 2
- RE DYNAMITE HEADDY
- RE SONIC THE HEDGEHOG
- ↓ COLUMNS
- RE ECCO 2: THE TIDES OF TIME
- ↓ THE LION KING
- RE TAZ-MANIA: ESCAPE FROM MARS
- ↓ SONIC THE HEDGEHOG 2
- RE SONIC: TRIPLE TROUBLE
- ↓ STAR TREK: GENERATIONS

[illegible]

SONIC

THE HEDGEHOGS

The Hive

Script: MARK JETTING
Art: KAMITO KONKA
Colouring: STEVE WHITE
Lettering: TOM FRANK

CHARMY BEE HAS BEEN CALLED BACK TO THE HIVE TO FACE HIS MOTHER, THE QUEEN.

BUT BEFORE THE QUEEN CAN FINISH TELLING OFF HER SON...

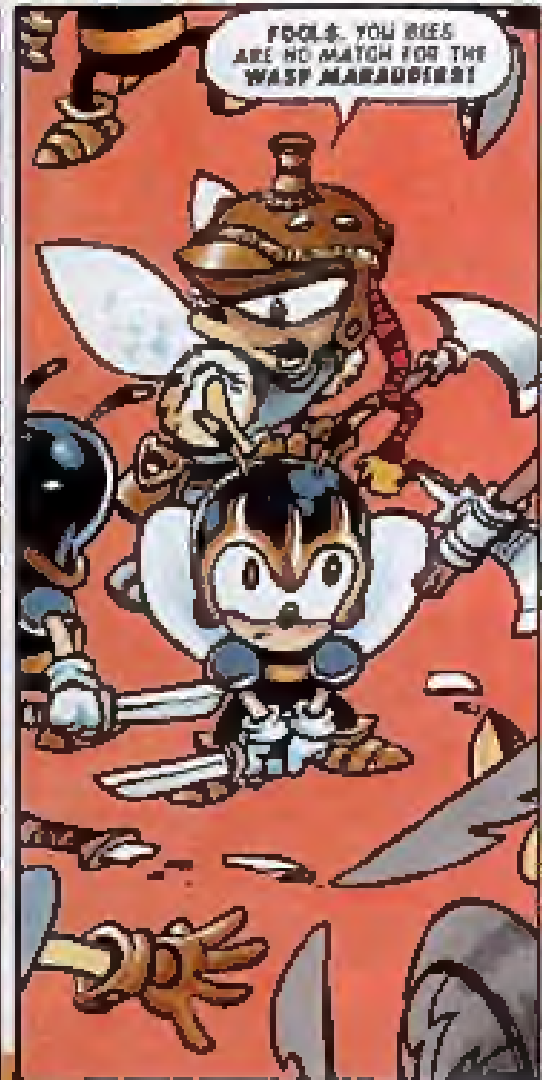
YOUR MAJESTY, IT'S VESPER AND HIS WASP MARAUDERS... THEY'RE ATTACKING THE HIVE!

ATTACK!
ATTACK!

NOW WE'VE CAUGHT THEM OFF-GUARD! NOTHING CAN STOP US FROM INVADING THE HIVE!

THE INCREDIBLE WEALTH OF THE BEES WILL SOON BELONG TO ME!

I'LL BE THE RICHEST PERSON IN THE SPECIAL ZONE!





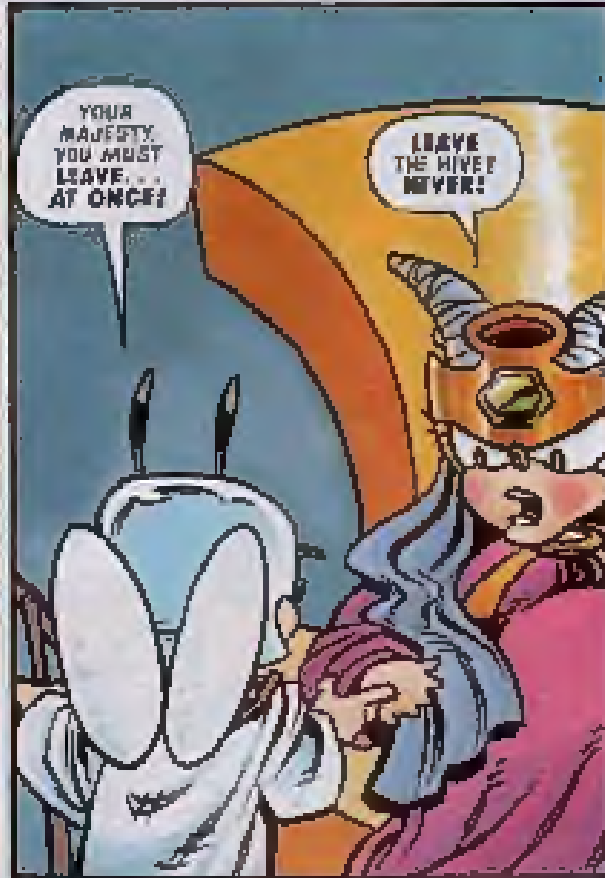
YOUR MAJESTY,
I BRING GRAVE NEWS
FROM THE BATTLE!

TELL ME
THE WORST,
CAPTAIN!



THE WASPS ARE
INSIDE THE NIVE!

WE ARE HOLDING THE MAIN WASP
AWAY AT BAY, BUT YESPER AND A
FEW OF HIS MEN HAVE ALREADY
BROKEN THROUGH!



YOUR
MAJESTY,
YOU MUST
LEAVE...
AT ONCE!

LEAVE
THE NIVE!
NEVER!



HE'S RIGHT...
THIS IS THE FIRST
PLACE YESPER WILL
HEAD FOR!



TOO LATE, QUEENIE...
THE NIVE HAS A
NEW RULER!

YESPER, HIDE IN
THE THRONE ROOM.
UNTHINKABLE!



THERE'S NOTHING WE
CAN DO, JUST LOOK AT THE
WEAPONS THEY HAVE...
OH DIPPY-DEARY ME!

WEAPONS?



THEY DON'T HAVE
ANY WEAPONS!



YOU THINK
YOU CAN MAKE
FOOLS OF US?

I'LL SQUASH
YOU LIKE AN
ANT!

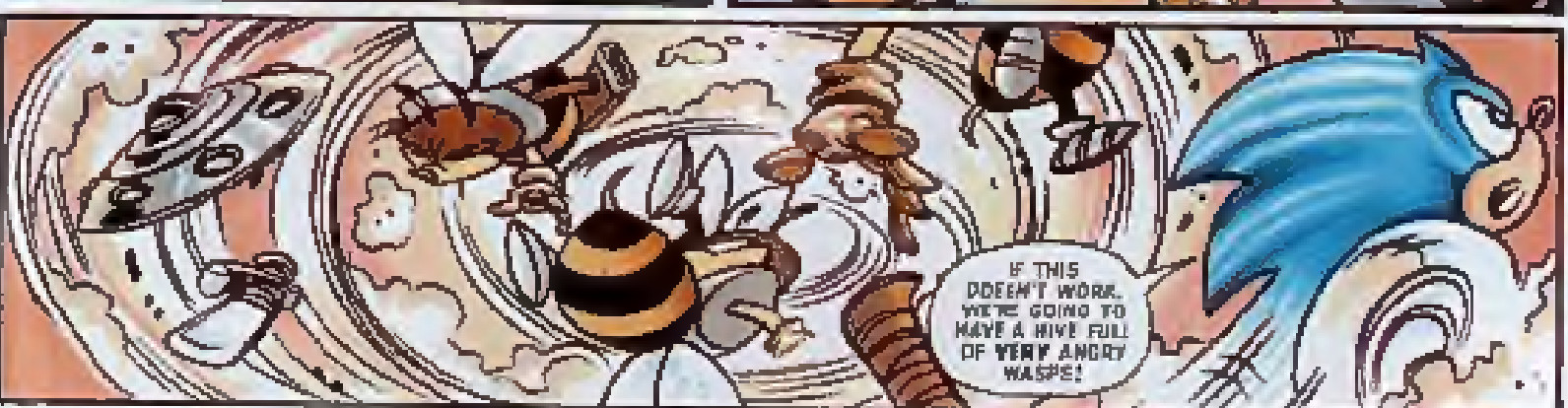
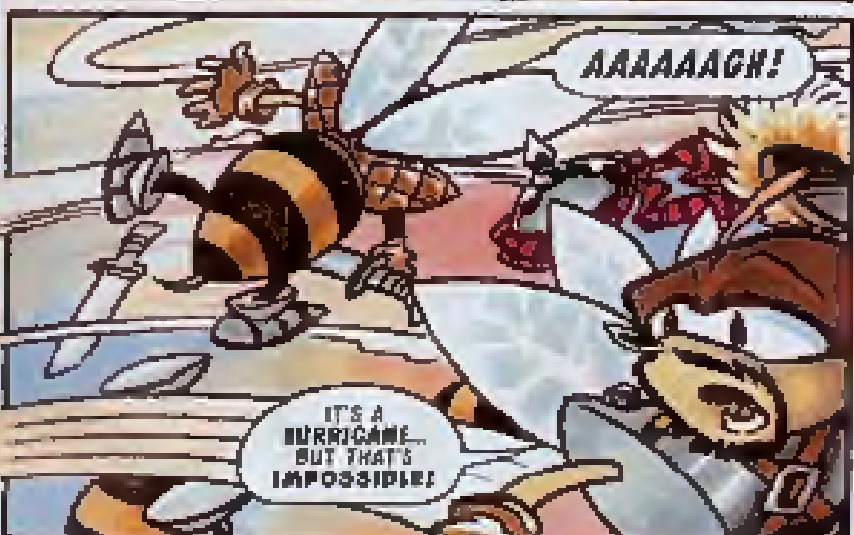
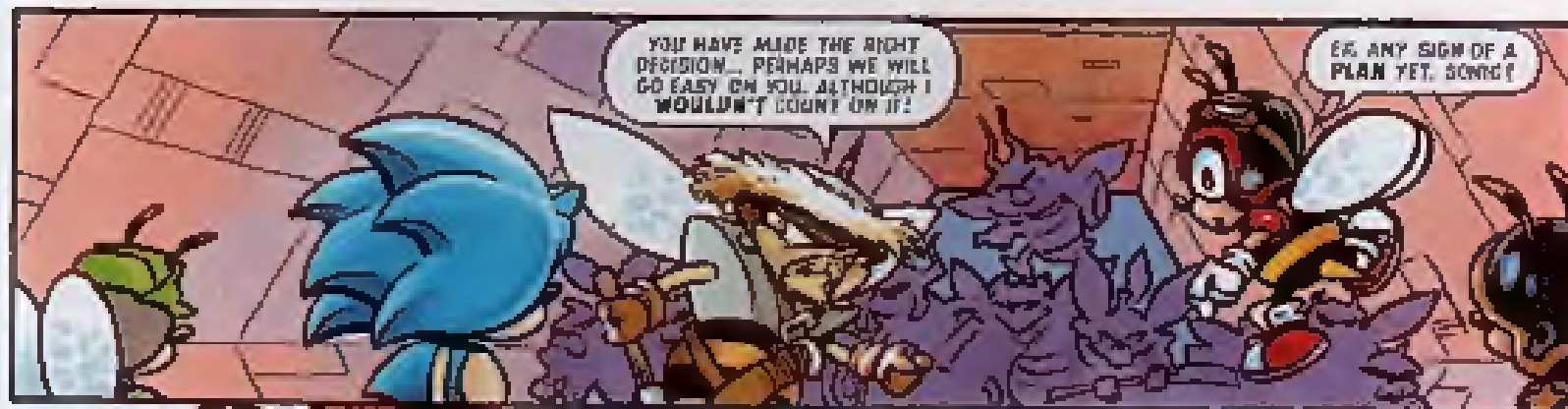
LOOK AT ME,
I'M SCARED...



UHFFF!

I'VE MET
HUNDREDS OF
CREEPS LIKE YOU,
YESPER...

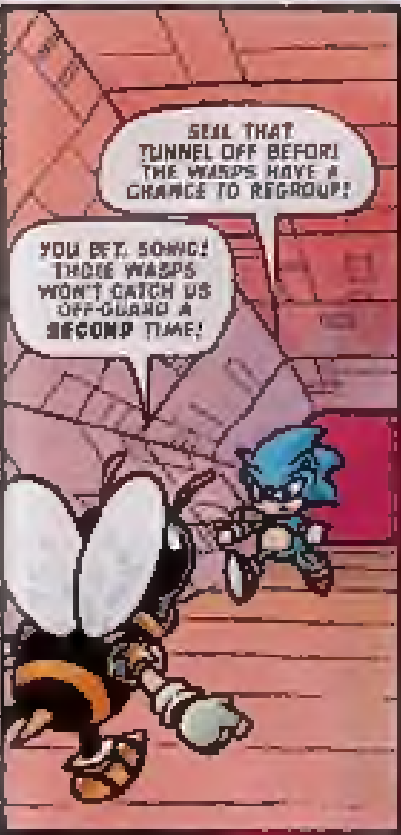






WAAAAA!

AAAAAAAAA!



SEAL THAT TUNNEL OFF BEFORE! THE WASPS HAVE A CHANCE TO REGROUP!

YOU BET, SONIC! THOSE WASPS WON'T CATCH US OFF-GUARD A SECOND TIME!



AND SO, ONCE THE HIVE HAS BEEN MADE SECURE...

WELL, YOUR MAJESTY, IT'S BEEN FUN BUT I THINK I SHOULD BE RUNNING ALONG NOW!

COME BACK WHENEVER YOU WISH, SONIC. YOU WILL ALWAYS BE WELCOME IN THE HIVE!



AND YOU, MY DUTY, WILL STAY HERE AND CARRY OUT YOUR PRINCELY DUTIES!

MOM, YOU KNOW THE TRADITION THAT SAYS IF AN OUTSIDER SAVES THE HIVE, HE MAY ASK FOR WHATEVER HE WANTS!



HE'S RIGHT, THAT IS THE LAW FOUR MAJESTY!



CHARMY, DON'T EVEN TELL CHAOTIX THAT! I ASKED THE QUEEN TO ALLOW YOU TO COME BACK WITH ME!

WHY... BECAUSE YOU'RE TOO MODEST!

NO, BECAUSE IF THEY FIND OUT, THEY'LL PROBABLY KILL ME!

NEXT ISSUE: A CHRISTMAS WISH

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

SEGA'S RATING SYSTEM
UNDER 60 = TEENSVILLE

60-70 = NORMALSVILLE
70-80 = TUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

DISCWORLD

Reviewed by Chris Jones



SATURN

GAMETYPE: ADVENTURE
PLAYERS: 1

PUBLISHER: PSYGNOSIS
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

A cosmic turtle, giant dragons, warlocks, wizards and a walking suitcase! These mystical and weird characters come straight from the far out imagination of writer, Terry Pratchett. The quirky, off beat characters that fill the pages of *Discworld's* series of books have a huge following, and now they've been brought to life for your Sega Saturn.

Discworld is the first licensed adventure game for the Saturn system. It follows the point and click format like the famous adventure game, *Monkey Island*.

The game takes place in a sealed dome universe which is balanced on the back of a cosmic turtle! You take the role of Rincewind, an apprentice wizard from the so-called Unseen University in the city of Ankh-Morpak. All you have to do is save the city from a giant dragon. However, your quest is not an easy one as there are puzzles and riddles to solve.

The game is spread over four Acts with each one presenting many problems that need to be conquered. For instance, how do you get the staff or get hold of the gold teeth from the Dunnyman? To complete this game you need to interact with a lot of different characters, such as a chimney sweep, a thief, a fishmonger and a fool. These characters have familiar voices in that famous actors have supplied them; Tony Robinson (*Blackadder's* Baldrick) and Eric Idle of Monty Python (ask a hume-oldie) fame are

just two that I recognised.

The graphics on *Discworld* are good but nothing spectacular. If you like point and click



adventures then you will be satisfied with the gameplay. Some of the puzzles need patience and deep thought to solve, but the humorous characters make it easier not to get frustrated with this type of game. It's a good adventure yarn with equally good animation

and speech effects. If you like adventures it will certainly keep you busy.

FINAL COUNTDOWN

RAVES

Great for
adventure
game lovers.



GRAPHICS 86

SOUND 87

GRAVES

Frustratingly
slow.
A problem for
beginners.



PLAYABILITY 82

OVERALL 85

VIRTUA FIGHTER KIDS

Followed by Chris



SATURN

GAME TYPE: BEAT 'EM-UP
PLAYERS: 1-2

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Virtua Fighter was the game that helped launch the Saturn. This ace fighting game produced a sequel, *Virtua Fighter 2*, which also shot out of the shops super fast. Now, a young upstart of a game looks set to steal the fighting crown on the Saturn and it's quite literally the younger sibling of these two games.

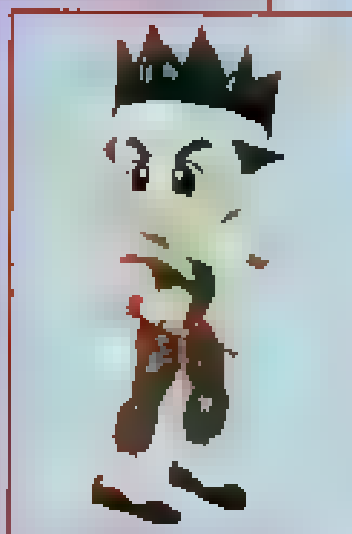
Virtua Fighter Kids comes from the same programming team that brought you the first two games, but it comes with a twist: using the same three-button Guard-Punch-Kick fighting system developed for instinctive gameplay, you get to fight... with kids! These fighters have huge heads but are just as deadly, just as aggressive and just as fun to fight with.

The programmers have made the game 20% faster as well as adding extra features including new music, new sets and excellent victory celebrations.



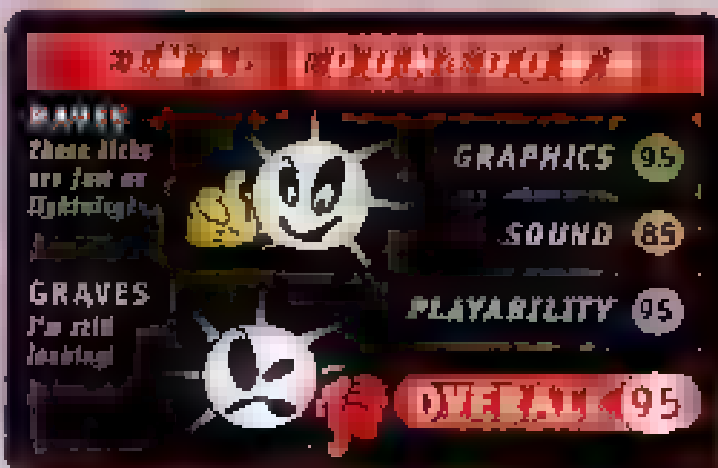
For example, when Jeffrey McWild, a pink-skinned bearded bad man, is either selected to fight or wins a contest, his eyes well up with tears! Jeffrey is just one of the ace new VFK characters. Others include Shun Di, who fights like a drunk Kung Fu master, and Ragemaru, the deadly Ninja with a wicked head-butt drop attack.

The game contains loads



of information on each fighter and because of their gigantic heads, their fighting style has been tweaked accordingly. This 'big-headed factor' affects the balance of each fighter, so their combos must be put together with this in mind.

Virtua Fighter Kids really kicks, its graphics and animation are original and detailed and the gameplay is excellent, improving on previous VF games. This packs a punch that's as big as the heads!



CAPTAIN Plunder SHANGHAIED

WHEN CAPTAIN PLUNDER'S PIRATE GANG CAPTURED PROCTOR SPECKLE, THEY GOT MORE THAN THEY BARELY LEFT FOR

HEY
WE'RE BACK
BUT WE SEEM
DIFFERENT

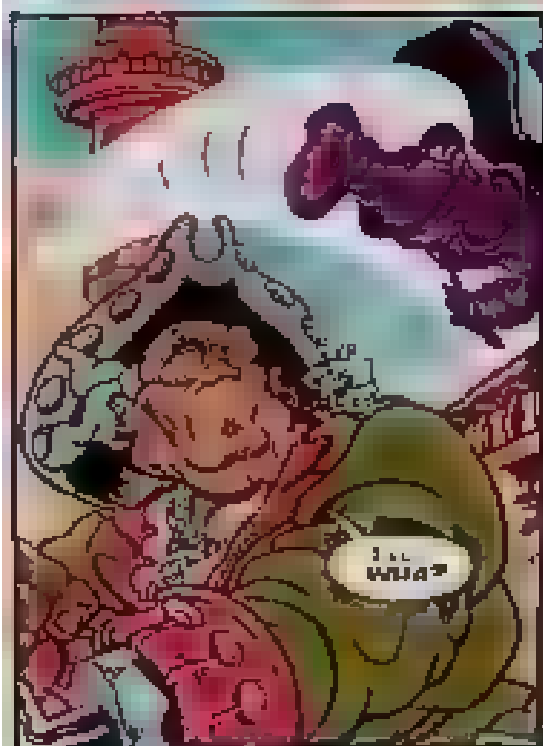
YOU
IDIOT SHAMPON
HE'S TURNED INTO
SEALIN & HE'S A
MONSTER!

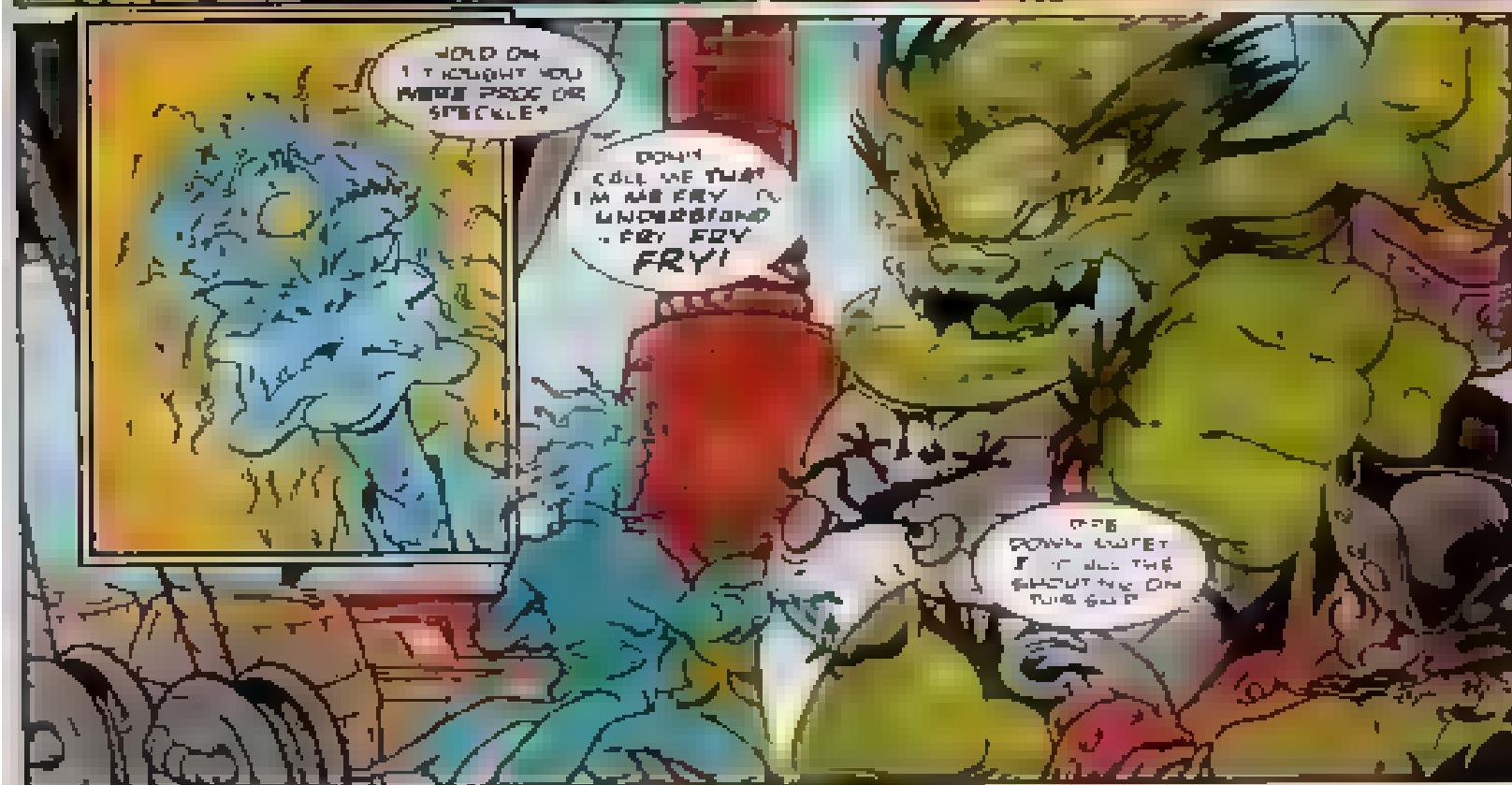
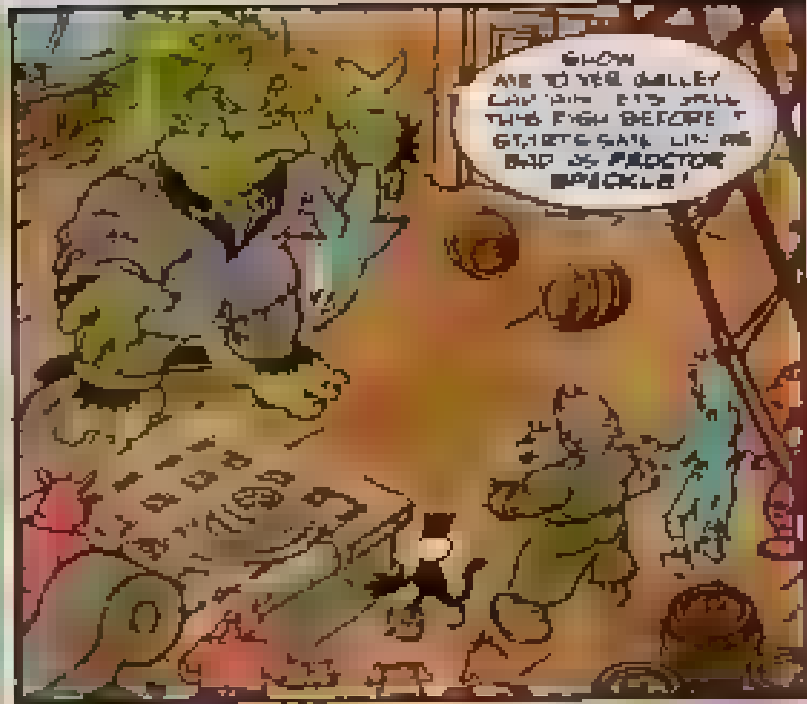
BY DRINKING HIS
TRANSFORMING
SERUM

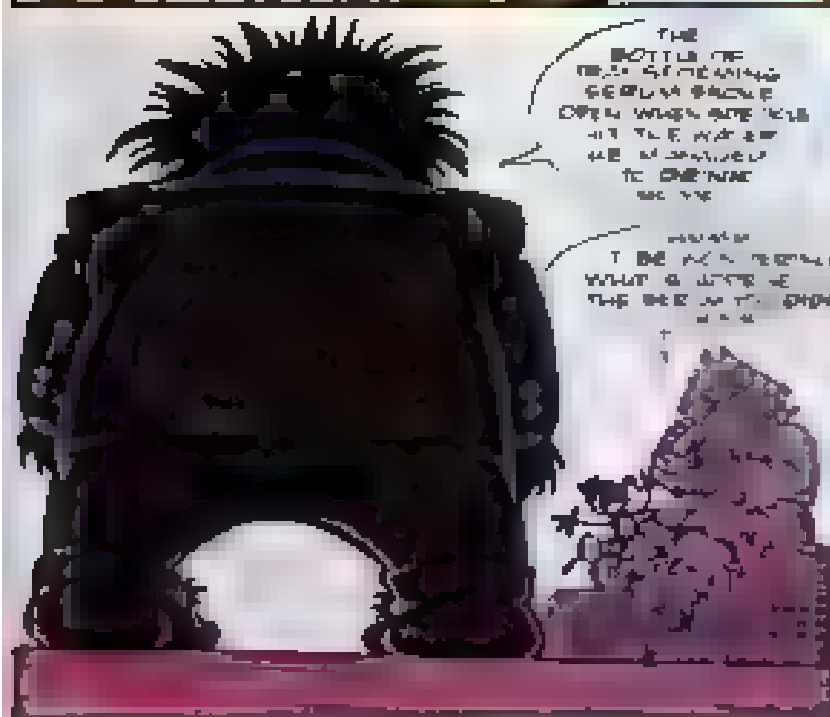
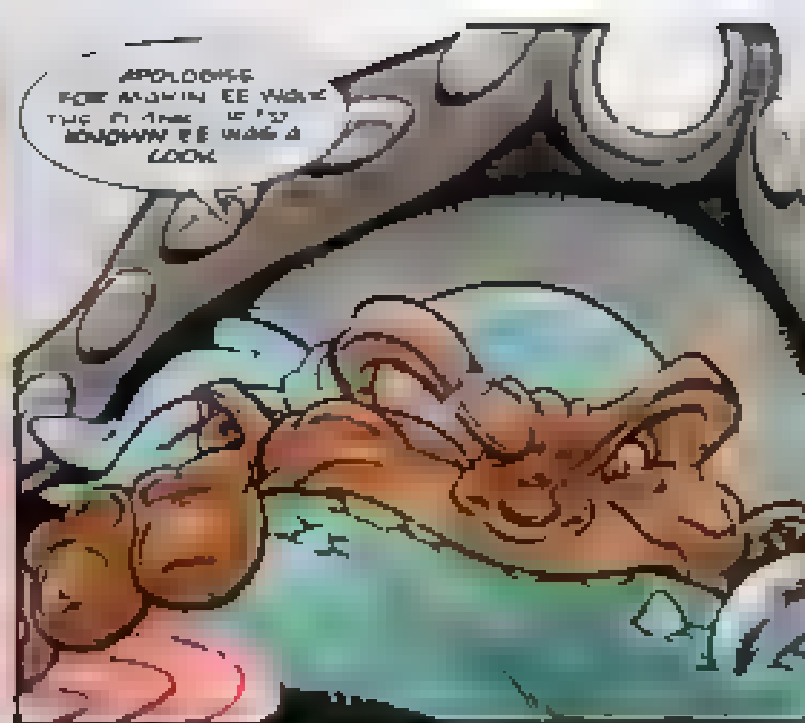
ATTACK
YA SCURRY BUNDS
SHOW HIM WHY
CAPTAIN PLUNDER'S PIRATES ARE
THE MOST FEARED ON
THE HIGH SEAS

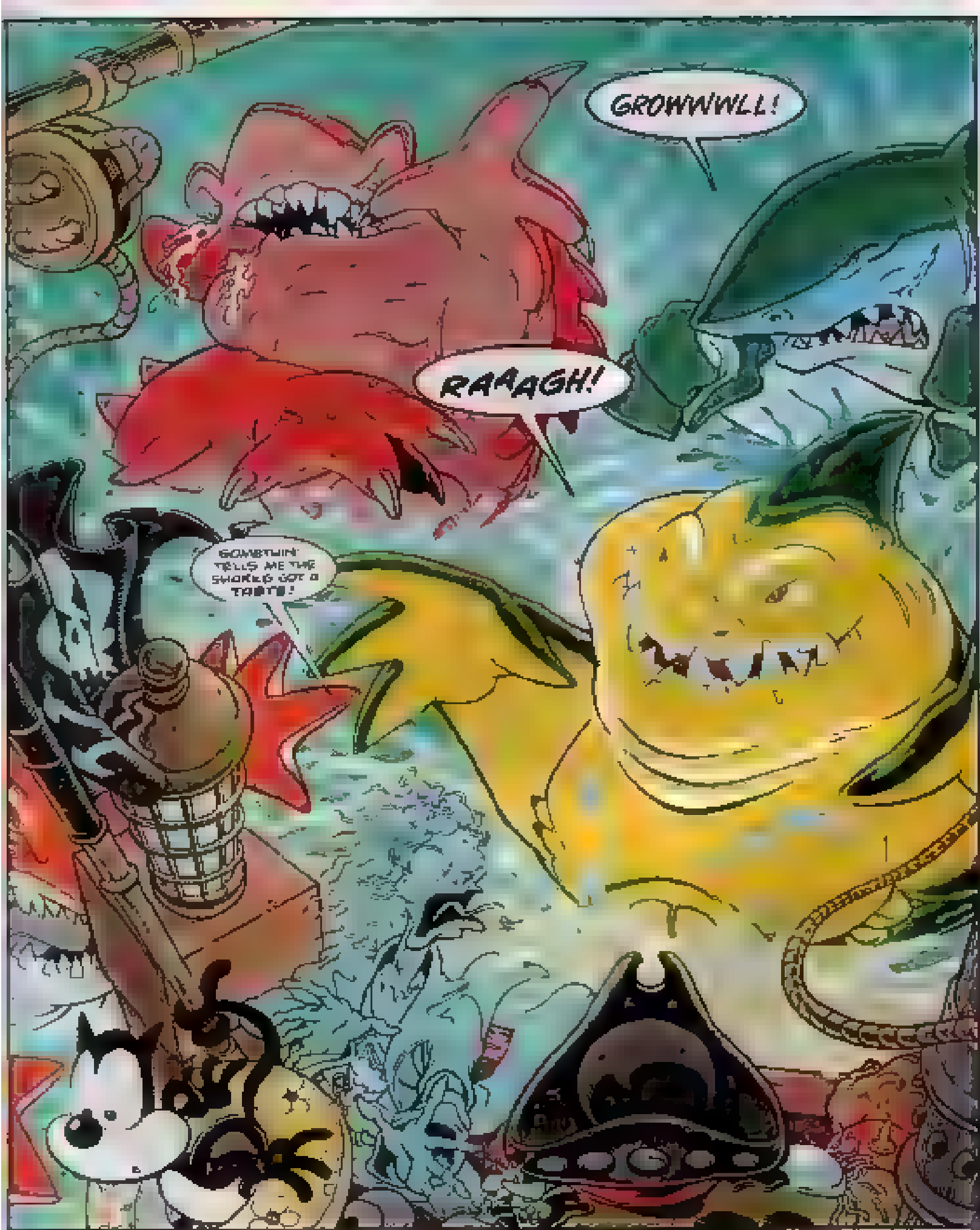
YOU
YOU FILM YA
COWARDLY
SEALING!

BUT FROM
IT'S LIKE I KEEP FALLIN'
BE I'M A GHOST YOU OWN
AND YOURSELF









Decap Attack

SCRIPT
NIGEL KITCHING
& RICHARD BAYNE

ART
NIGEL KITCHING

LETTERING
ELIE DEVILLE

THE LEGEND OF MR CUDDLE BUNNY

IN CASTLE FRANK N STEW
HAP AND MR C KITCHING HAS
TURNED UP TO CLAIM THE
ART OF MR CUDDLE BUNNY

WHEN SUDDENLY THE
RIGHTFUL OWNER APPEARS

MR CUDDLE
BUNNY

I'VE NEVER KNOWN SUCH
NAUGHTY BEHAVIOUR
I'LL MAKE A NICE CUP
OF COCOA, THEN WE CAN
SIT DOWN AND TALK ABOUT
THIS LIKE SENSIBLE
BUNNIES

GER NO!
KEEP AWAY...
CANNAE MOVE THAE
MILKY DRINKS

STOP HIM!
WHOEVER HEARS DER
HAT, INHERITS DER CUDDLE
BUNNY FORTUNE



WATCH
WHERE YOU'RE
GOING

POP!



QUICK
GRAB DER HAT
WE HAVV TO STOP
MOTONIA FROM
CARRYING OUT
HIS VICKED
SCHEME!



LET GO
O' THE HAT, YACROWNT
WEE HASSOCK
FIDDLER!

LET GO
YOURSELF, YOU
BREAT HASSIE
STALKER!



HOLD ON TIGHT
BOOR HE MUST NOT
GET DER HAT

THAT'S EASY
FOR YOU 'O SAY
PROFESSOR



CHUCK, GRAB
DER HAT!

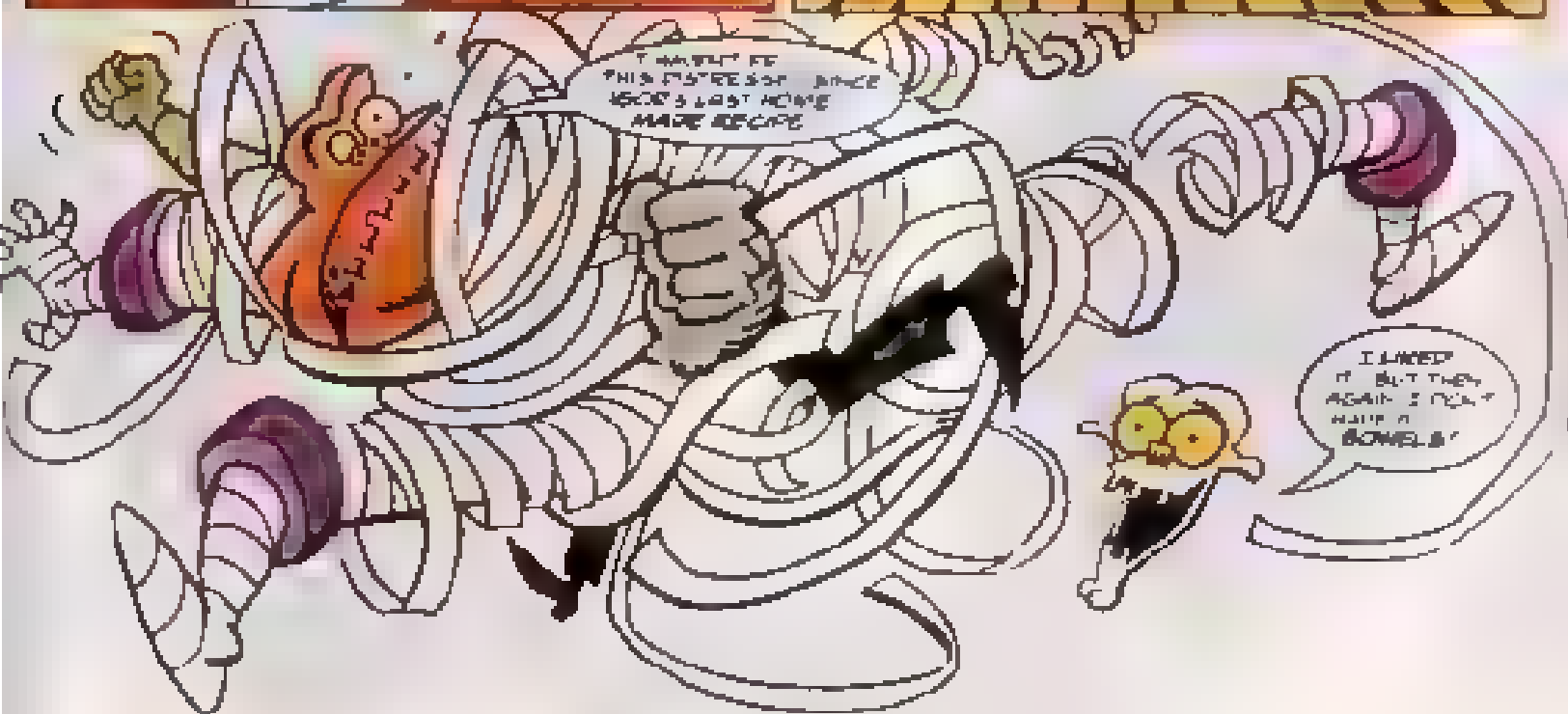
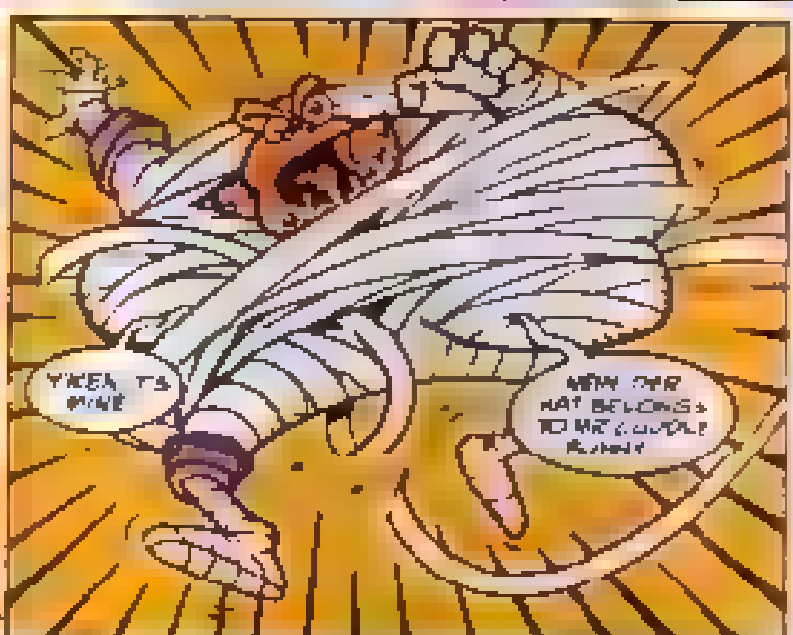
KER-TWAAANG!

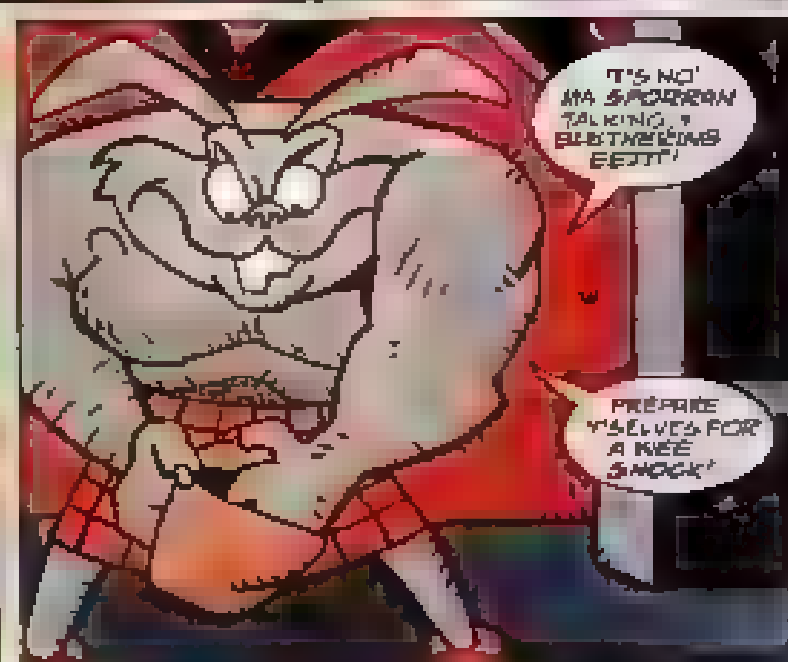
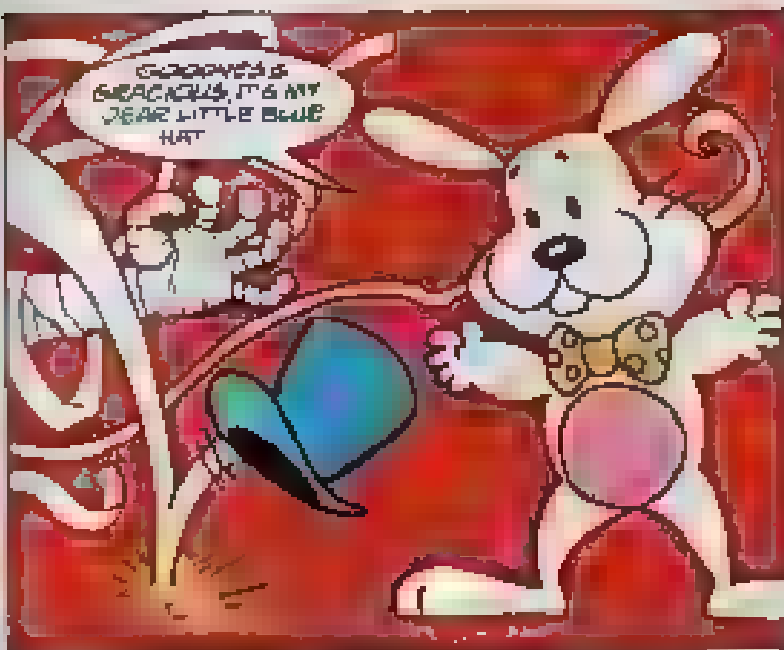
WHAT?

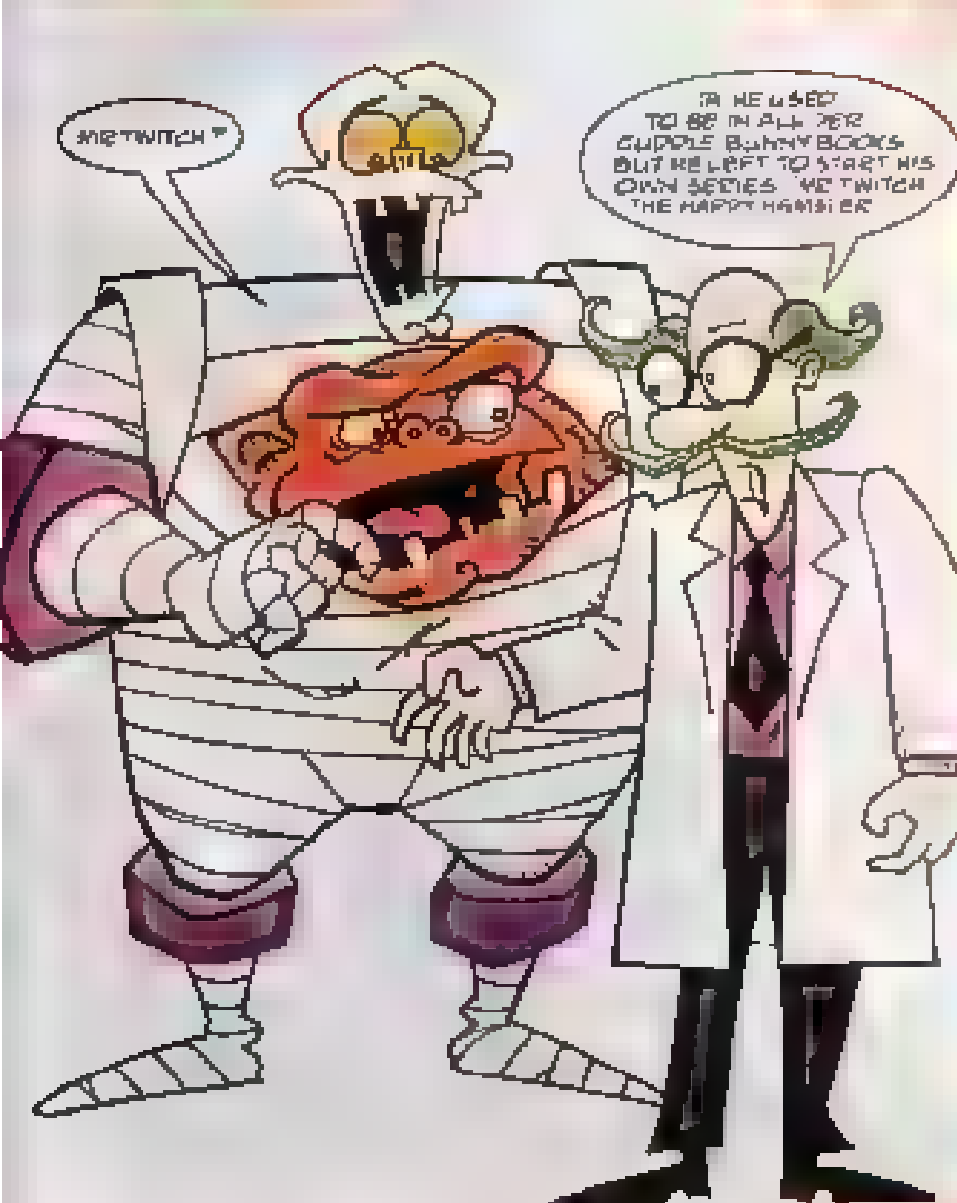


YOU
NEVER COULD
CATCH COULD
YOU?

AT LEAST
I HAVE HANDS
HEAD!







NEXT ISSUE: "Hats off Mr Cuddle Bunny!"



Q ZONE

BECAUSE SO MANY OF YOU HAVE
REMANDED HELP ON THE CLASSIC
SONIC GAMES, NUMBER 5 ARE
REQUESTED TO HOLD THINGS Q ZONE
GAMES.

STE WILL LET YOU KNOW WHEN THE
Q ZONE IS OPEN FOR HINTS AND TIPS
ON OTHER MEGA SEGA GAMES.

BOOMER ALERT

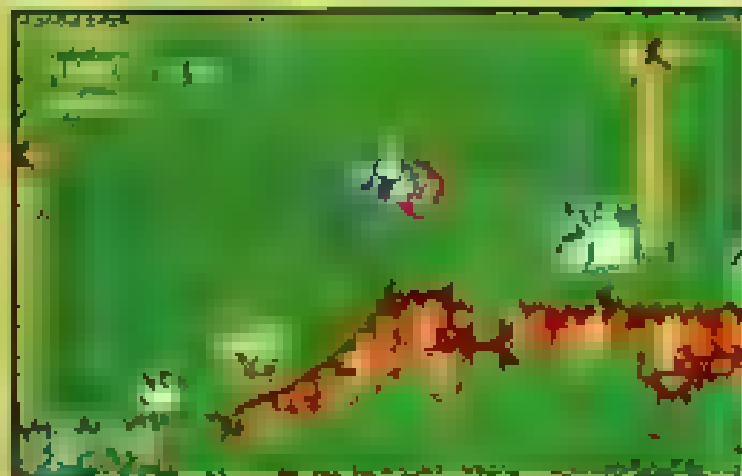


SONIC THE HEDGEHOG 3 Revisited



THE BOSSES

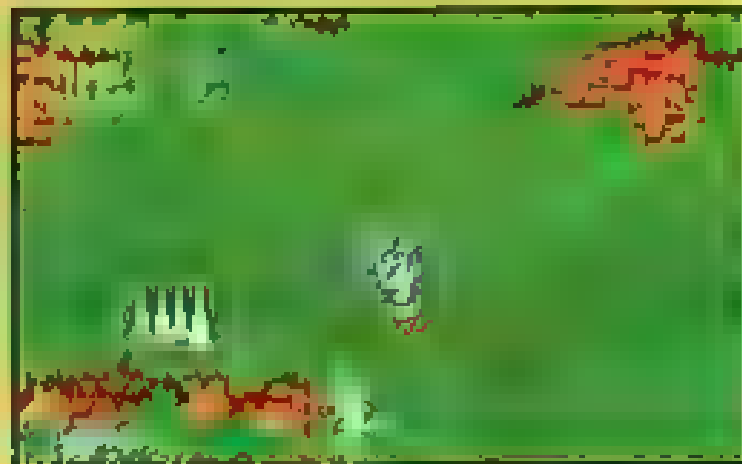
ANGEL ISLAND ZONE



ACT 1

DOCTOR ROBOTNIK'S FLAME CRAFT

- Robotnik will appear from behind the waterfall at the far right side of the screen. Make Sonic Spin Attack the craft then quickly back off to the far left. Robotnik will drop a bomb on the bridge causing it to collapse so make sure Sonic isn't standing on it.



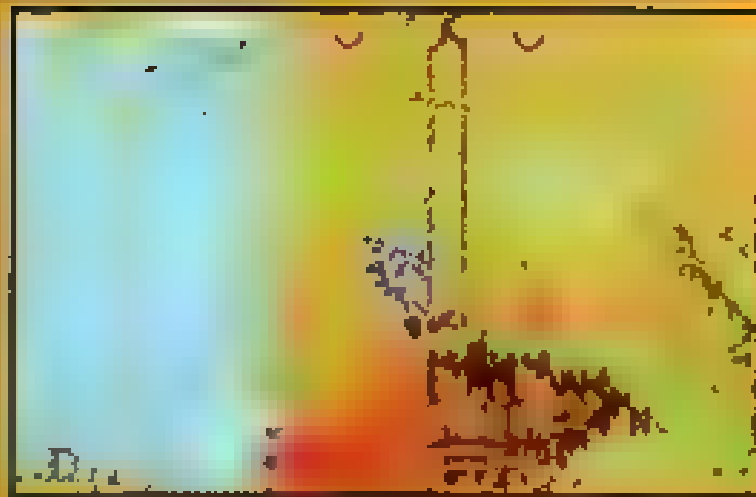
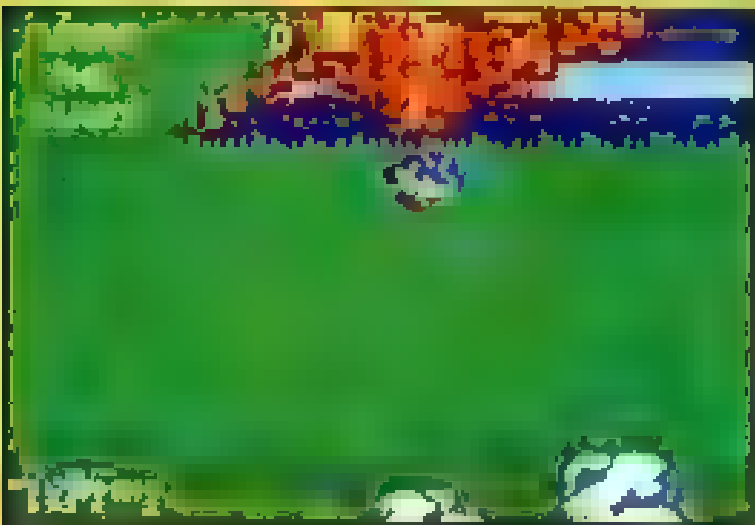


- Robotnik will disappear back into the waterfall and materialise to the far right behind the screen of water. To get him to materialise directly above you stand approximately four inches from the edge of the ledge at the far right side.

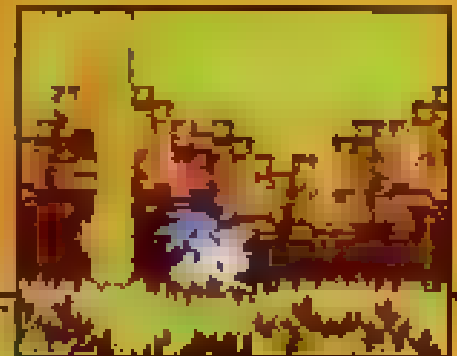
ACT 2

DOCTOR ROBOTNIK'S FLAME CRAFT

- As soon as Robotnik appears jump up and hit him quickly go left before he releases a fire bomb then jump Sonic upper right and hit Robotnik's deadly machine again. Be careful as he disappears because Sonic could go flying through Robotnik and fall into the waterfall at the far right.
- He will then move over to the left.
- Once more move to a position about four inches from the far left side of the ledge and wait. When Robotnik appears jump up then quickly go right. As soon as he releases another bomb leap up and left to hit him and when you land jump to hit him again.



- He will disappear behind the water and go across to the right.
- Again move Sonic to the right edge and repeat the above mentioned moves. After hitting Robotnik three more times his machine will finally blow up.
- A bridge appears to the right and Sonic's furry friends appear from above & Robotnik's prison chamber which floats down. Hit the bottom platform to release them.
- If you should lose a life and have to restart ensure you grab the extra life by the Rhinobot on the way back to Robotnik.
- Once Sonic has fired his missiles move him onto the bridge.



Next Episode: How to breach those Hydrocity bosses!

THE PLACE. CAPTIVE. ROBOTNIK IN THE METROPOLIS ZONE!
THE TIME. TWO MONTHS AGO. WHEN DOCTOR ROBOTNIK
FIRST HEARD THAT SONIC WAS TRAPPED IN THE SPECIAL
ZONE.

NOOOO!
HOW COULD LIFE BE
SO UNFAIR!

I ALWAYS HAVE
THE BEARER OF BAD
NEWS TRAINED IN A
BAPNIK TROOP! TAKE THE MONKEY
WORTH AWAY

CLIK

I DON'T UNDERSTAND,
I THOUGHT YOU'D BE
PLEASED THAT SONIC
IS NO LONGER ON
PLANET NOBIUS!

I AM PLEASED... BUT I'M ALSO
ANGRY BECAUSE I WROTE THE
ONE WHO GOT RID OF HIM!

SONIC'S HEART

HEART

SONIC'S HEART
HEART

MOST OF THE CITIZENS BELIEVE THAT
THEY'VE SONIC WILL RETURN!

OH NO THEY WON'T

THEN IT'S TIME I
REMINDED THE
CITIZENS THAT I
AM IN CONTROL
OF THIS PLANET
AND TO FORGET
ANY HOPES OF
THAT SPIKE-
BALL'S RETURN!

HEH HEH.
TELL ME YOUR
PLAN AND I
WILL
CARRY IT THROUGH
MASTER.

WHAT A HUGE ROCKET MADE IN MY IMAGE
LAUNCHING INTO THE ATMOSPHERE

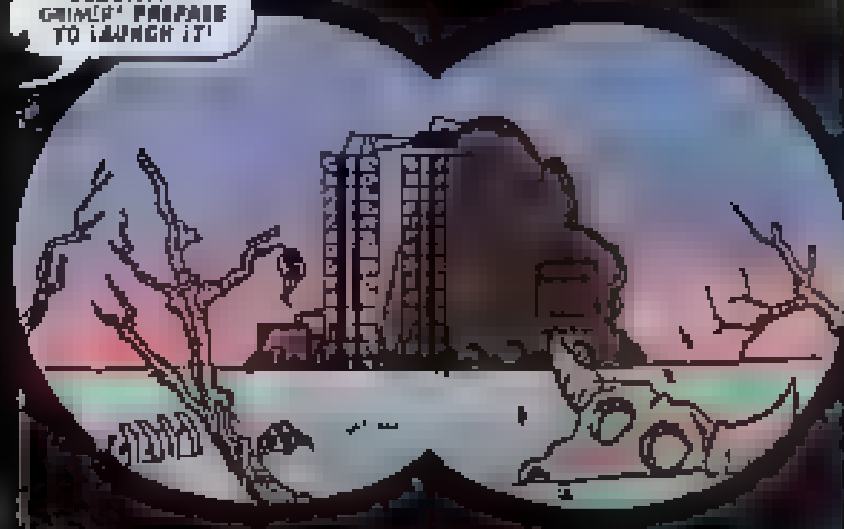
WHEN I WILL ORBIT THE PLANET, GIVING THE
CITIZENS A REGULAR REMINDER OF WHO THE
MASTER IS. I WILL BE A PERFECT SYMBOL
OF MY POWER OVER THEM!

LET ME SEE... CALCULATE WE COULD HAVE
BEEN READY FOR LAUNCH IN SIX MONTHS

I WANT IT
COMPLETED IN
TWO MONTHS
GIMME NO
ABANDONMENT!

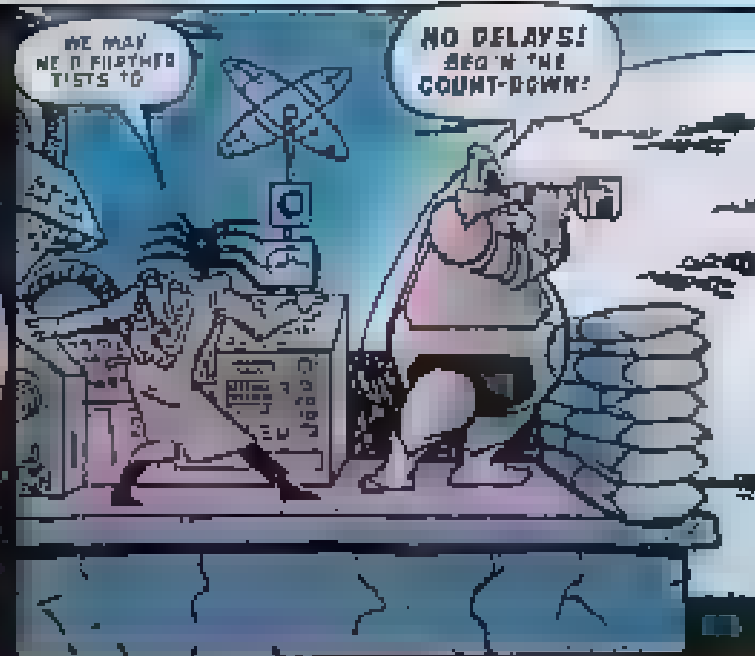
EXACTLY TWO MONTHS LATER

EXCELLENT
GRIMER! PREPARE
TO LAUNCH IT!

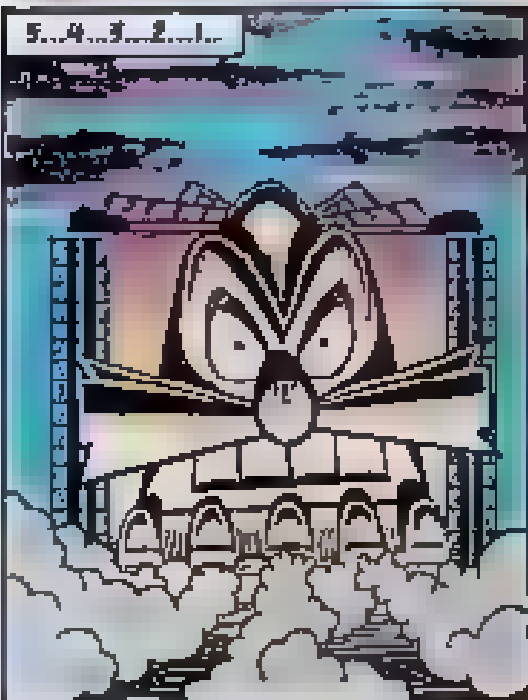


WE MAY
NEED FURTHER
TUNES TO

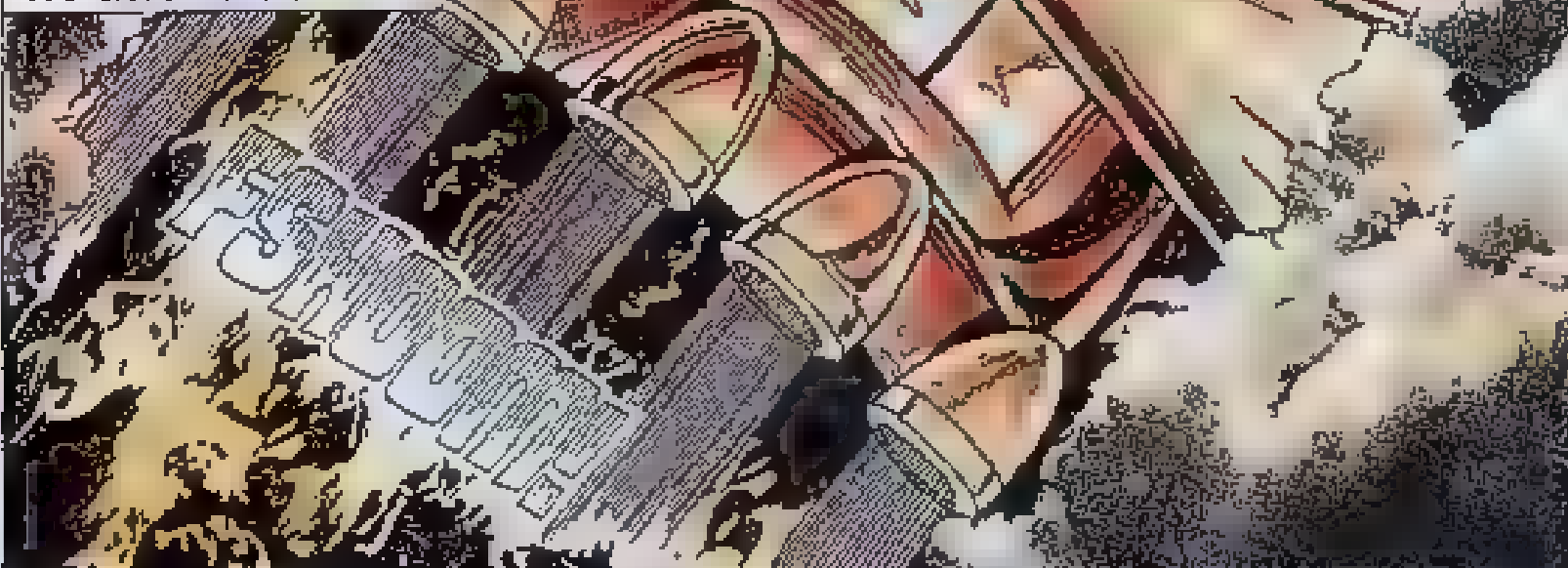
NO DELAYS!
BEGIN THE
COUNT-DOWN!

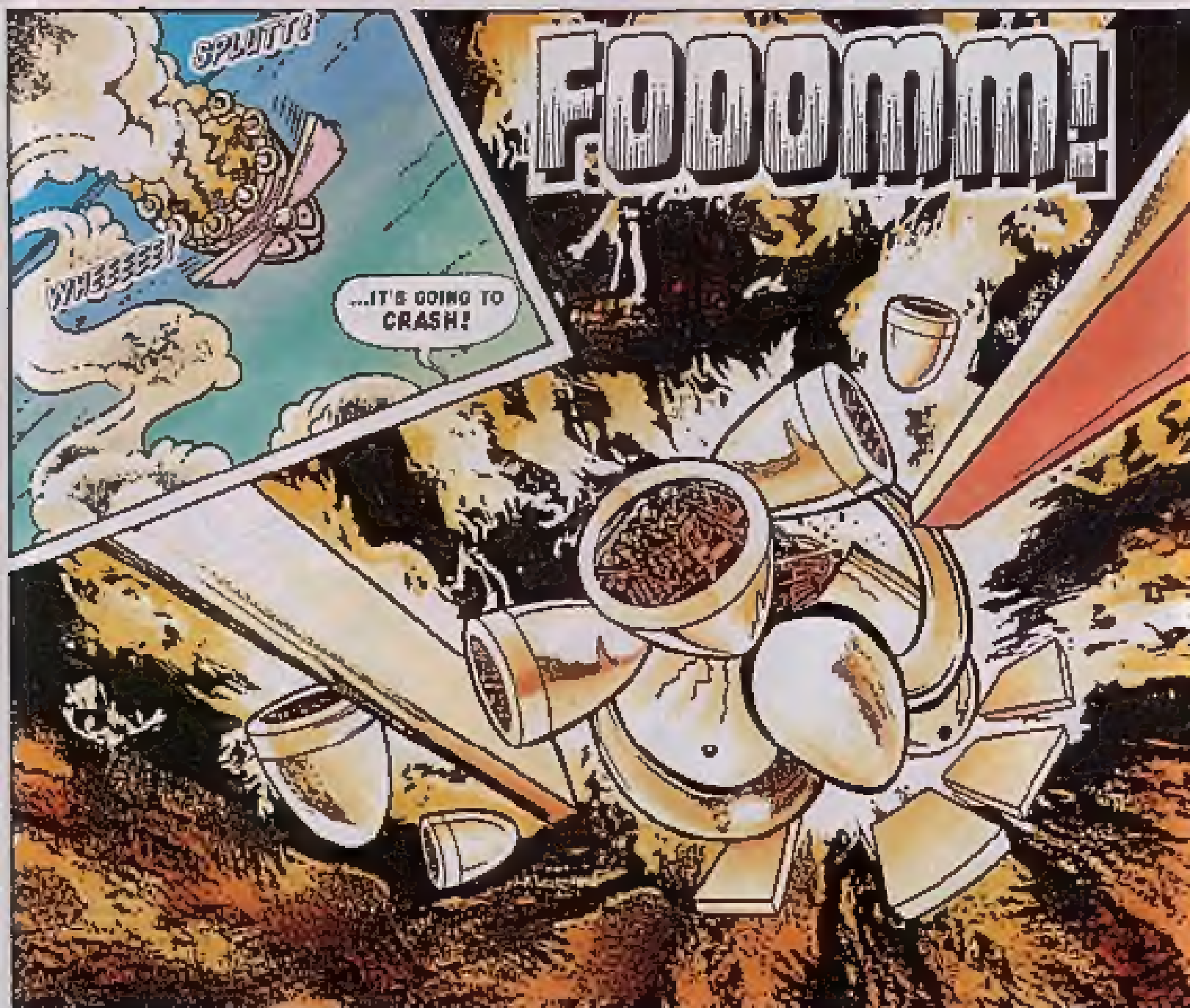
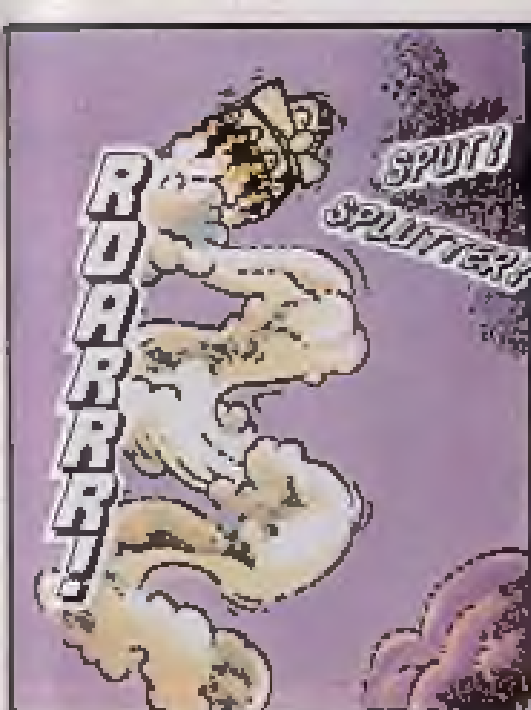


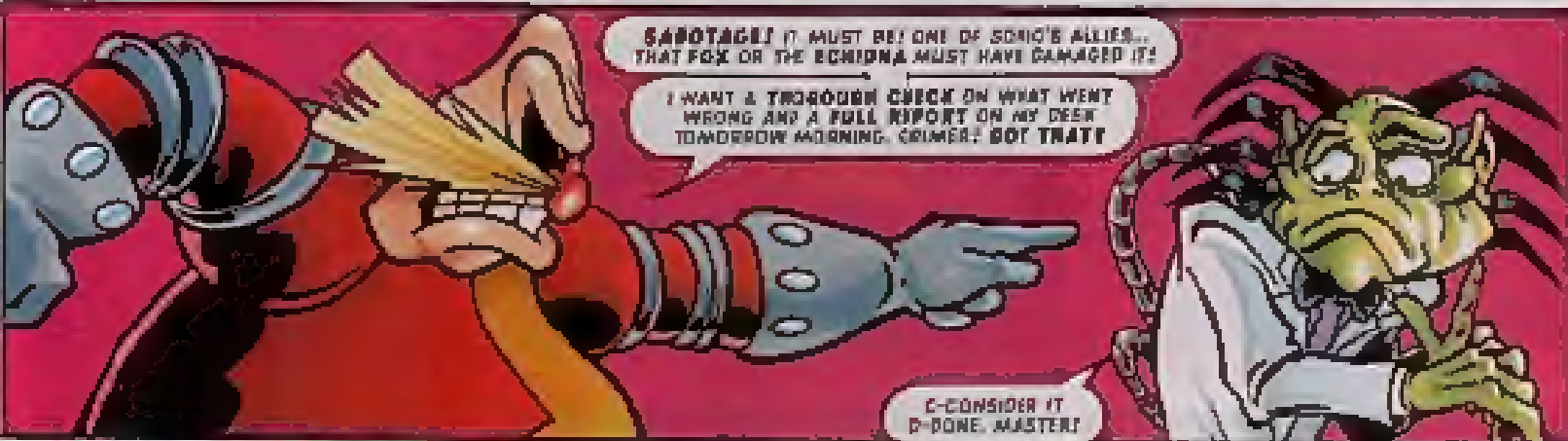
5...4...3...2...1...



WE HAVE LIFT OFF!



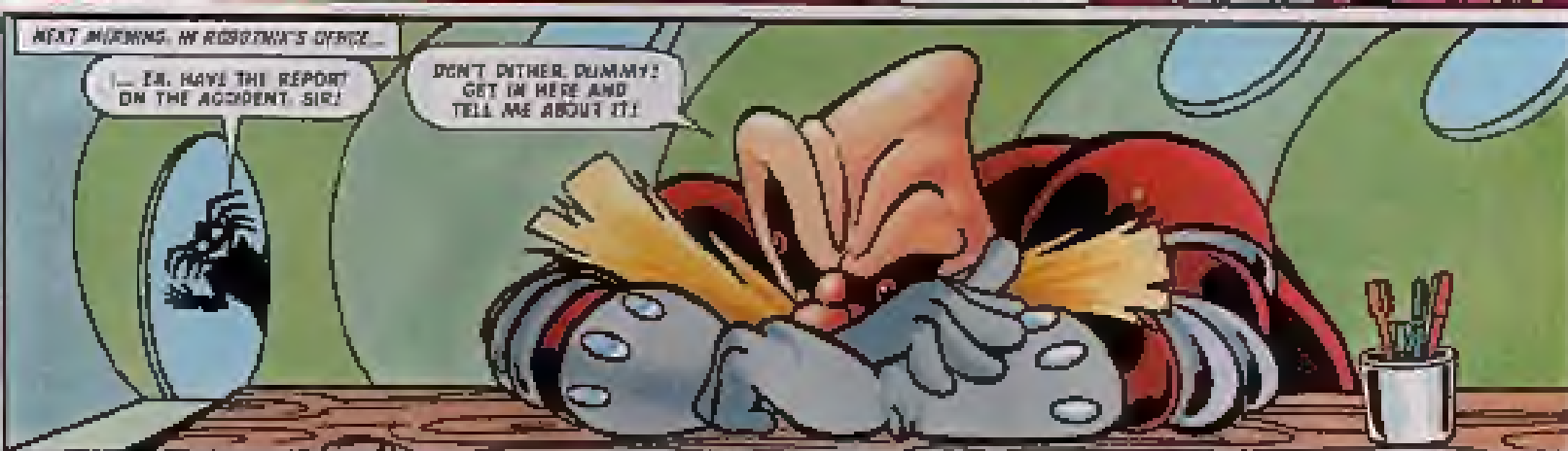




SABOTAGE! IT MUST BE ONE OF SONIC'S ALLIES... THAT FOX OR THE ECHIDNA MUST HAVE DAMAGED IT!

I WANT A THOROUGH CHECK ON WHAT WENT WRONG AND A FULL REPORT ON MY DESK TOMORROW MORNING. CRIMER? GOT THAT?

E-CONSIDER IT D-DONE, MASTER!



NEXT MORNING, IN ROBOTNIK'S OFFICE...

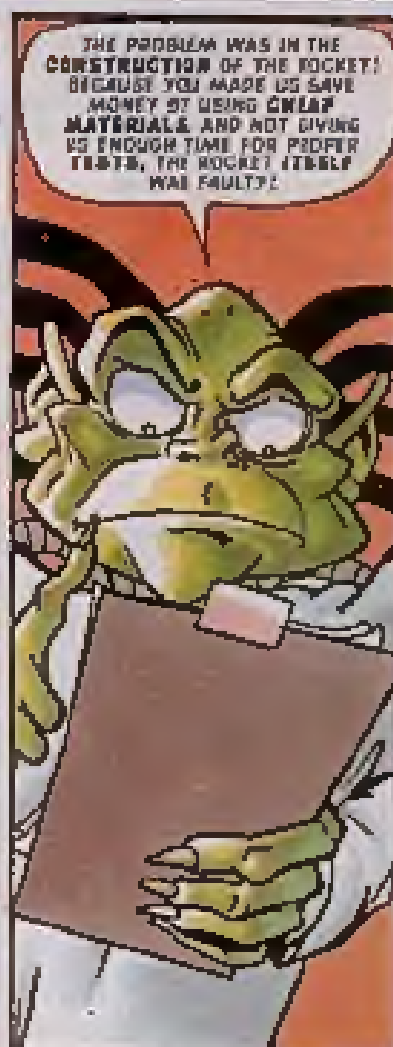
I... ER, HAVE THE REPORT ON THE ACCIDENT, SIR!

DON'T DITHER, DUMMY! GET IN HERE AND TELL ME ABOUT IT!



I WAS RIGHT, WASN'T I? AN ACT OF SABOTAGE BY THOSE HERCULEAN OUTLAWS!

ERM... WELL, NO! NONE OF THE OUTLAWS WERE ANYWHERE NEAR THE ZONE YESTERDAY!

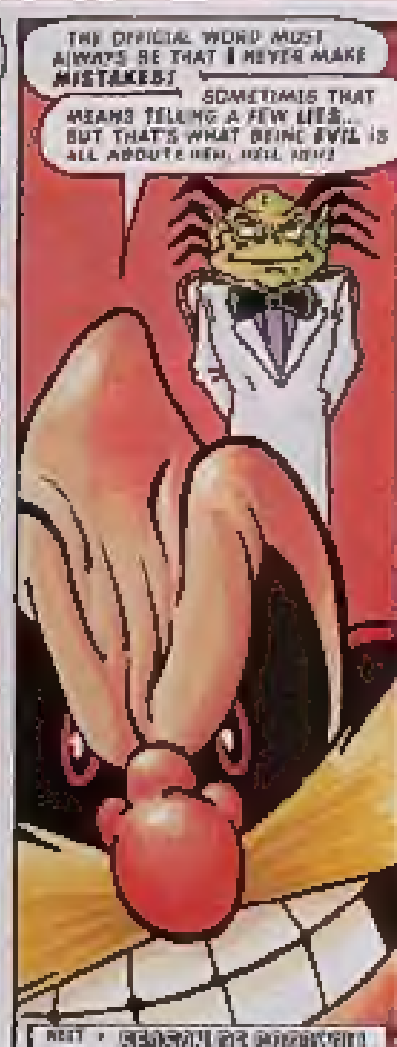


THE PROBLEM WAS IN THE CONSTRUCTION OF THE ROCKET! BECAUSE YOU MADE US SAVE MONEY BY USING CHEAP MATERIALS AND NOT GIVING US ENOUGH TIME FOR PROPER TESTS, THE ROCKET ITSELF WAS FAULTY!



I SEE... BUT THE "OFFICIAL" REPORT ON THE NEWS BROADCAST TONIGHT WILL SAY THAT IT WAS SABOTAGE - UNDERSTAND?

F-YOU WANT ME TO FILE A FALSE REPORT?



THE OFFICIAL WORD MUST ALWAYS BE THAT I NEVER MAKE MISTAKES! SOMETIMES THAT MEANS TELLING A FEW LIES... BUT THAT'S WHAT BEING EVIL IS ALL ABOUT! HEH, HEH!

NEXT: SEASON OF GOODWILL



ON THE BANDWAGON!

Dear Megadroid,

Hope you like my drawing of the Mobian versions of my favourite bands (see below). These include The Smashing Badniks from the Smashing Pumpkins, and Super Spin Attack from Massive Attack.

Chris Newton, Patchway, Bristol.
 Sega Mega Hog Tag Winner.



What a hip Boomer you are, Chris (the humes around here are so old they even remember *Sloaxse* and the *Badniks!*).



**EVERYTHING PRINTED IN
 SPEEDLINES WINS A
 SENSATIONAL
 SEGA MEGA HOG TAG!**



ELSON'S COLUMN!

Dear STC,

I thought I'd let you know that Amy is my favourite character and Richard Elson is my favourite comic artist. I really admire his drawings which sparked off my interest in comic strips - they have also inspired me to become a comic artist too.

Sara Adamson, Lanarkshire, Scotland.
 Sonic & Knuckles Hog Tag Winner.



You're in danger of making an old man very happy, Sara!



UNEASY RIDERS!

Dear Megadroid,

How much does Segaworld cost and does it have rides for people who get sick easily?
 Steven Neale, Loughborough, Leic. MD owner.
 Sega Mega Hog Tag Winner.



Entry to the world's largest indoor theme park (see STC 79), will cost £8.00 for you Steven, and £12.00 for adult-humes. Discounts are available for group bookings of 15 people or more if booked in advance.

NEXT ISSUE THINK FESTIVE!



DOCTOR ROBOTNIK-
SEASON OF BAD-WILL!

SONIC 3D
MO REVIEW!

SONIC 3 BOSSES
ANGEL ISLAND!

CRIMBO ZONE
GRAPHICS!

PLUS

CAPTAIN PLUNDER ^ DECAP ATTACK & MORE!

STC 93 ON SALE WED, 11 DECEMBER '96

£1.20

DATA STRIP

I'VE BEEN READING
STC SINCE

ISSUE

AGE

NAME

ADDRESS

MY FAVOURITE

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM

TECH:-

GG

☐

MCD

☐

MD

☐

MM

☐

MS

☐

32X

☐

SATURN

☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 92

%



POST TO: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.